IN THE CLAIMS:

1. **(Currently Amended)** An online gaming system, comprising:

~~a communication network;~~

at least two central servers, each of the at least two servers being coupled to ~~the~~ a communication network, and

at least one gaming machine coupled to the at least two central servers through the communication network in a client-server configuration in which each of the at least one gaming machine is a client to the at least two central servers, each of the at least one gaming machine being configured to play at least one game and to carry out a game transaction for each game played and to commit each game transaction to each of the at least two central servers by sending a ~~separate~~ a single transaction packet to each of the at least two central servers, each ~~of the~~ ~~separate~~ single transaction ~~packets~~ packet sent to each of the at least two central servers including an identical inbound game payload wherein each of the at least two central servers, upon receipt of the inbound game payload, are configured to return a single outbound game payload to the gaming machine having sent the transaction packet, the outbound game payload enabling the gaming machine having sent the transaction packet to complete the game transaction and wherein the at least one gaming machine is configured such that a first arriving outbound payload received by the at least one gaming machine is effective to complete the game transaction, irrespective of when and if a second later arriving outbound payload is received by the at least one gaming machine.

2. **(Original)** The online gaming system according to claim 1, wherein each of the at least two central servers returns a game transaction commit acknowledgment to the at least one gaming machine.

3. **(Previously Presented)** The online gaming system according to claim 2, wherein the at least one gaming machine is configured to acknowledge to a player a validity of the game transaction upon receipt of at least one game transaction commit acknowledgment during a predetermined timeout period following the commit of the game transaction to each of the at least two central servers.

4. **(Currently Amended)** The online gaming system according to claim 1, wherein the **inbound** game payload includes at least one of a gaming machine ID, a user/player ID, a transaction GUID, a gaming machine originating/return address, a game ID, a game bet, and an amount wagered.

5. **(Original)** The online gaming system according to claim 1, wherein the at least one gaming machine is configured to be an active participant in a fault tolerance of the online gaming system.

6. **(Previously Presented)** The online gaming system according to claim 1, wherein the at least one gaming machine is configured to record a synchronization log that includes identifiers of any transactions that were not acknowledged by a non-responding one of the at least two central servers after a predetermined timeout, the synchronization log being used to subsequently send the unacknowledged transactions to the non-responding one of the at least two central servers.

7. **(Previously Presented)** The online gaming system according to claim 6, wherein the non-responding one of the at least two central servers is configured to be synchronized by receiving the unacknowledged transactions directly from the at least one gaming machine subsequent to communication being re-established therewith.

8.   (Original) The online gaming system according to claim 1, wherein the communication network is the Internet and wherein a protocol to transport a payload of each game transaction is UDP.

9.   (Original) The online gaming system according to claim 1, wherein the at least two central servers and the at least one gaming machine are configured to support instant-draw and deferred-draw of random events.

10.   (Original) The online gaming system according to claim 1, wherein the at least two central servers are geographically remote from one another.

11.   (Previously Presented) The online gaming system according to claim 1, wherein each of the at least two central servers comprises a trusted transactional cache, the trusted transactional cache being configured to process each committed game transaction received directly and independently from each of the at least one gaming machine, and to provide real time persistent storage and logging of aspects of each committed game transaction.

12.   (Original) The online gaming system according to claim 1, wherein the at least two central servers further comprise at least one of a trusted transactional cache, a business server and a logistic support server.

13.   (Withdrawn) An online gaming system, comprising:

a communication network;

at least two geographically dispersed central servers, each of the at least two geographically dispersed central servers being coupled to the communication network,

at least two gaming machines, each of the at least two gaming machines being coupled to the communication network and being configured to carry out a game transaction for each game

played, the at least two gaming machines being configured to carry out load balancing when committing the game transactions to the at least two geographically dispersed central servers over the communication network, the load balancing including each gaming machine selecting only one of the at least two geographically dispersed central servers to which to commit the game transaction.

14.   (Canceled)

15.   (Withdrawn) The online gaming system according to claim 13, wherein the communication network is the Internet and wherein a protocol to transport a payload of each game transaction is UDP.

16.   (Withdrawn) The online gaming system according to claim 13, wherein the at least two central servers and the at least two gaming machines are configured to support instant-draw and deferred-draw of random events.

17.   (Withdrawn) The online gaming system according to claim 13, wherein each of the at least two geographically dispersed central servers each further comprise a trusted transactional cache, the trusted transactional cache being configured to process each committed game transaction received directly and independently from each of the at least one gaming machine, and to provide real time persistent storage and logging of aspects of each committed game transaction.

18.   (Withdrawn) The online gaming system according to claim 13, wherein the at least two geographically dispersed central servers each further comprise at least one of a trusted transactional cache, a business server and a logistic support server.

19. (**Withdrawn**) An online gaming system, comprising:

a communication network;

a plurality of gaming machines, each of the plurality of gaming machines being configured to carry out game transactions and being coupled to the communication network, and

N geographically dispersed central servers, wherein N is equal to at least two, each of the N geographically dispersed central servers being coupled to the communication network, selected ones of the plurality of gaming machines being further configured to perform load balancing when committing transactions to the N geographically dispersed central servers, the load balancing including having each gaming machine select at least one of the N geographically dispersed central servers to which to commit the game transactions.

20. (**Canceled**)

21. (**Withdrawn**) The online gaming system according to claim 19, wherein each of the N geographically dispersed central servers is configured to return a game transaction commit acknowledgment to the gaming machine that initiated the transaction commit over the communication network.

22. (**Withdrawn**) The online gaming system according to claim 21, wherein the gaming machine acknowledges to the player the validity of the game transaction upon receipt of at least one game transaction commit acknowledgment during a predetermined timeout period following the commit of the game transaction to each of the N geographically dispersed central servers.

23. (**Withdrawn**) The online gaming system according to claim 19, wherein each game transaction committed to each of the N geographically dispersed central servers have an identical inbound game payload comprising at least a selected set of the at least one gaming

machine ID, the user/player ID, the transaction GUID, the gaming machine originating/return address, the game ID, the game bet, and the amount wagered.

24.   **(Withdrawn)** The online gaming system according to claim 19, wherein the communication network includes the Internet and wherein a protocol to transport a payload of each of the game transactions is UDP.

25.   **(Withdrawn)** The online gaming system according to claim 19, wherein the N geographically dispersed central servers and the plurality of gaming machines are configured to support instant-draw and deferred-draw of random events.

26.   **(Withdrawn)** The online gaming system according to claim 19, wherein each of the N geographically dispersed central servers each further comprises a trusted transactional cache, the trusted transactional cache being configured to process each committed game transaction, and to provide real time, secure and persistent storage and logging of aspects of each committed game transaction.

27.   **(Withdrawn)** The online gaming system according to claim 19, each of the N geographically dispersed central servers further comprise at least one of a trusted transactional cache, a business server and a logistic support server.

28.   **(Withdrawn)** An online gaming system, comprising:

a plurality of gaming machines, each of the plurality of gaming machines being configured to generate and send an inbound transaction packet that includes an inbound transaction payload across at least one of a plurality of communication networks according to one of a plurality of communication protocols;

at least one central server coupled to the plurality of communication networks and to each of the at least one central servers, the at least one central server including:

at least one transaction engine configured to process inbound transaction payloads to generate corresponding outbound transaction payloads;

a personality front end, the personality front end being configured to interface with each of the plurality of communication networks to receive inbound transaction packets from the plurality of gaming machines, to extract the inbound transaction payloads from the received inbound transaction packets, to submit the extracted inbound payloads to the at least one transaction engine, to generate outbound transaction packets that include the corresponding outbound transaction payloads and to send the generated outbound transaction packets to a selected one of the plurality of gaming machines.

29.   (Withdrawn) The online gaming system according to claim 28, wherein the inbound transaction payload comprises at least one of a gaming machine ID, a user/player ID, a transaction GUID, a terminal originating/return address, a game ID, a game bet, and an amount wagered.

30.   (Withdrawn) The online gaming system according to claim 28, wherein the personality front end is further configured to transcode specific transaction payloads produced by the plurality of gaming terminals into generic transaction payloads.

31.   (Withdrawn) The online gaming system according to claim 28, wherein the plurality of communication networks include at least one of dial-up, X25, Frame Relay, leased line, Internet and VPN.

32.   (Withdrawn) The online gaming system according to claim 28, wherein said one of the plurality of communication protocols is selected from one of proprietary, X25, TCP/IP, UDP, HTTP, XML and SOAP protocols.

33.   (Withdrawn) A game random number generator for supplying random game numbers to a gaming machine, comprising:

at least one hardware number generator configured to provide random number seeds at a predetermined rate, and

at least one pseudo-random number generator coupled to the at least one hardware number generator, the at least one pseudo-random number generator being configured to generate the random game numbers from the random number seeds generated by the at least one hardware number generator.

34.   (Withdrawn) The game random number generator according to claim 33, further comprising a first trusted log configured to securely log all of random number seeds generated by the at least one hardware number generator.

35.   (Withdrawn) The game random number generator according to claim 33, further comprising a second trusted log configured to securely log all of random game numbers generated by the at least one pseudo-random number generator.

36.   (Withdrawn) The game random number generator according to claim 33, wherein the at least one pseudo-random number generator is configured to supply game random numbers on demand for each individual game draw within the gaming machine.

37.   (Withdrawn) The game random number generator according to claim 33, further comprising at least one game result assembler coupled to the at least one pseudo-random number

generator, the at least one game result assembler being configured to receive random game numbers produced by the at least one pseudo-random number generator and to generate ranging random game numbers.

38.   (Withdrawn) The game random number generator according to claim 33, wherein the at least one hardware random number generator is one of:

a RNG of Intel 8XX series of PC motherboard chipsets, the chipset being integrated on a motherboard of a computer within the gaming machine;

a RNG of a secure smart card communicating with the computer within the gaming machine;

a RNG of a secure smart device communicating with the computer of the gaming machine;

a RNG of a processor compliant with Microsoft Next-Generation Secure Computing Base, the processor being integrated on the motherboard of the computer of the gaming machine;

a RNG of a motherboard chipset compliant with Microsoft Next-Generation Secure Computing Base, the chipset being integrated on the motherboard of the computer of the gaming machine;

a RNG of a security plug-in device communicating with the computer within the gaming machine, and

a RNG of an add-on card or add-on board security device communicating with the computer within the gaming machine.

39.   (Withdrawn) A gaming system comprising:

at least one gaming machine;

at least one central game server coupled to the at least one gaming machine over a network, the at least one central game server including:

at least one hardware number generator configured to provide random number seeds at a predetermined rate, and

at least one pseudo-random number generator coupled to the at least one hardware number generator, the at least one pseudo-random number generator being configured to generate, on demand, the random game numbers from the random number seeds generated by the at least one hardware number generator.

40.   (**Withdrawn**) The gaming system according to claim 39, further comprising a first trusted log configured to securely log all of random number seeds generated by the at least one hardware number generator.

41.   (**Withdrawn**) The gaming system according to claim 39, further comprising a second trusted log configured to securely log all of random game numbers generated by the at least one pseudo-random number generator.

42.   (**Withdrawn**) The gaming system according to claim 39, wherein the at least one pseudo-random number generator is configured to supply game random numbers on demand for each individual game draw within the gaming machine.

43.   (**Withdrawn**) The gaming system according to claim 39, further comprising at least one game result assembler coupled to the at least one pseudo-random number generator, the at least one game result assembler being configured to receive random game numbers produced by the at least one pseudo-random number generator and to generate ranging random game numbers.

44.   (Withdrawn) The gaming system according to claim 39, wherein the at least one hardware random number generator is one of:

a RNG of Intel 8XX series of PC motherboard chipsets, the chipset being integrated on a motherboard of a computer within the gaming machine;

a RNG of a secure smart card communicating with the computer within the gaming machine;

a RNG of a secure smart device communicating with the computer of the gaming machine;

a RNG of a processor compliant with Microsoft Next-Generation Secure Computing Base, the processor being integrated on the motherboard of the computer of the gaming machine;

a RNG of a motherboard chipset compliant with Microsoft Next-Generation Secure Computing Base, the chipset being integrated on the motherboard of the computer of the gaming machine;

a RNG of a security plug-in device communicating with the computer within the gaming machine, and

a RNG of an add-on card or add-on board security device communicating with the computer within the gaming machine.

45.   (Withdrawn) A gaming system comprising

at least one gaming machine, including:

at least one first hardware number generator configured to provide random number seeds at a predetermined rate, and

at least one first pseudo-random number generator coupled to the at least one first hardware number generator, the at least one first pseudo-random number generator being

configured to generate, on demand, the random game numbers from the random number seeds generated by the at least one first hardware number generator for each game draw performed at the at least one gaming machine;

at least one central game server coupled to the at least one gaming machine, the central game server including:

at least one second hardware number generator configured to provide random number seeds at a predetermined rate, and

at least one second pseudo-random number generator coupled to the at least one second hardware number generator, the at least one second pseudo-random number generator being configured to generate, on demand, the random game numbers from the random number seeds generated by the at least one second hardware number generator for each game draw performed at the at least one gaming machine.

46.   (Withdrawn) The gaming system according to claim 45, further comprising:

a first trusted log configured to securely log all of random number seeds generated by the at least one first hardware number generator, and

a second trusted log configured to securely log all of random number seeds generated by the at least one second hardware number generator.

47.   (Withdrawn) The gaming system according to claim 45, further comprising:

a third trusted log configured to securely log all of random game numbers generated by the at least one first pseudo-random number generator, and

a fourth trusted log configured to securely log all of random game numbers generated by the at least one second pseudo-random number generator.

48.   (Withdrawn) The gaming system according to claim 45, wherein first and second hardware random number generators are identical.

49.   (Withdrawn) The gaming system according to claim 45, wherein first and second pseudo random number generators are identical.

50.   (Withdrawn) The gaming system according to claim 45, wherein that at least one gaming machine is configured to select at least one random game number for each game draw from the at least one first pseudo-random number generator or from the second pseudo-random number generator.

51.   (Withdrawn) A gaming system according to claim 45, further comprising

at least one game result assembler coupled to the at least one first pseudo-random number generator or to the at least one second pseudo-random number generator, the at least one game result assembler being configured to receive random game numbers produced by the first or second pseudo-random number generators and to generate ranging random game numbers.

52.   (Withdrawn) The gaming system according to claim 45, wherein the first or second hardware random number generator is one of:

a RNG of Intel 8XX series of PC motherboard chipsets, the chipset being integrated on a motherboard of a computer within the gaming machine;

a RNG of a secure smart card communicating with the computer within the gaming machine;

a RNG of a secure smart device communicating with the computer of the gaming machine;

a RNG of a processor compliant with Microsoft Next-Generation Secure Computing Base, the processor being integrated on the motherboard of the computer of the gaming machine;

a RNG of a motherboard chipset compliant with Microsoft Next-Generation Secure Computing Base, the chipset being integrated on the motherboard of the computer of the gaming machine;

a RNG of a security plug-in device communicating with the computer within the gaming machine, and

a RNG of an add-on card or add-on board security device communicating with the computer within the gaming machine.

53. **(Withdrawn)** A gaming machine configured to execute game draws whose outcome depend upon random game numbers, the gaming machine comprising:

at least one hardware number generator configured to provide random number seeds at a predetermined rate, and

at least one pseudo-random number generator coupled to the at least one hardware number generator, the at least one pseudo-random number generator being configured to generate the random game numbers from the random number seeds generated by the at least one hardware number generator.

54. **(Withdrawn)** The gaming machine according to claim 53, further comprising a first trusted log configured to securely log all of random number seeds generated by the at least one hardware number generator.

55. **(Withdrawn)** The gaming machine according to claim 53, further comprising a second trusted log configured to securely log all of random game numbers generated by the at least one pseudo-random number generator.

56. **(Withdrawn)** A gaming system comprising:

a communication network;

at least one central web server, each of the at least one central web server being coupled to the network,

at least one central transaction server, each of the at least one central transaction server being coupled to the network and,

at least one web browser based gaming machine coupled to the communication network, each of the at least one web browser based gaming machine comprising:

a standard web browser being configured to display rich page content and animations of the games produced by the at least one central web server, and

a plug-in for the standard web browser, the plug-in being configured to carry out a game transaction for each game played and to commit each game transaction to the at least one central transaction server.

57. **(Withdrawn)** A gaming system according to claim 56 wherein the communication network includes the Internet.

58. **(Withdrawn)** A gaming system according to claim 56, wherein the plug-in is configured to complete the game transaction upon receipt of a validation transaction from the at least one central transaction server.

59. **(Withdrawn)** A gaming system according to claim 56, wherein the committed game transaction includes an inbound game payload comprising at least one of a gaming machine ID, a user/player ID, a transaction GUID, a gaming machine originating/return address, a game ID, a game bet, and an amount wagered.

60. **(Withdrawn)** A gaming system according to claim 59 whereby the validation transaction from the at least one central transaction server includes an outbound packet

comprising at least one of a gaming machine ID, a user/player ID, a transaction GUID, and an outcome of the game.

61. **(Withdrawn)** A gaming system according to claim 56, wherein the plug-in is further configured to commit each game transaction to each of the at least one central transaction servers.

62. **(Canceled)**

63. **(Previously Presented)** The online gaming system of claim 1, wherein the at least one gaming machine is configured to initiate and terminate the game transaction.

64. **(Previously Presented)** The online gaming system of claim 1 wherein, as between the at least one gaming machine and the at least two central servers, the at least one gaming machine is configured as sole master of the game transaction.

65. **(Previously Presented)** The online gaming system of claim 1 wherein, as between the at least one gaming machine and the at least two central servers, only the at least one gaming machine is configured for recovery from network communications errors occurring during the game transaction.

66. **(Withdrawn)** The online gaming system of claim 13, wherein the at least one gaming machine is configured to initiate and terminate the game transaction.

67. **(Withdrawn)** The online gaming system of claim 13 wherein, as between the at least two geographically dispersed central servers and the at least two gaming machines, the at least two gaming machines are configured as masters of the game transactions.

68. **(Withdrawn)** The online gaming system of claim 13 wherein, as between the at least two geographically dispersed central servers and the at least two gaming machines, only the

at least two gaming machine are configured for recovery from network communication errors occurring during the game transactions.

69. **(Withdrawn)** The online gaming system of claim 19, wherein each of the plurality of gaming machines is configured to initiate and terminate the game transactions.

70. **(Withdrawn)** The online gaming system of claim 19 wherein, as between the plurality of gaming machines and the N geographically dispersed central servers, the plurality of gaming machines are configured as sole masters of game transactions.

71. **(Withdrawn)** The online gaming system of claim 19, wherein, as between the plurality of gaming machines and the N geographically dispersed central servers, only the plurality of gaming machines are configured for recovery from network communication errors occurring during game transactions.

72. **(Withdrawn)** The online gaming system of claim 17, wherein each of the at least two gaming machines is configured to record a synchronization log that includes identifiers of any transactions that were not acknowledged by a non-responding trusted transactional cache after a predetermined timeout, the synchronization log being used to subsequently send the unacknowledged transactions to the non-responding trusted transactional cache.

73. **(Withdrawn)** The online gaming system according to claim 72, wherein the non-responding trusted transactional cache is further configured to be synchronized by receiving the unacknowledged transactions directly from the at least one gaming machine subsequent to communication being re-established therewith.

74. **(Withdrawn)** The online gaming system according to claim 72, wherein each trusted transactional cache includes a synchronization engine and wherein the non-responding

trusted transactional cache is further configured to be synchronized by receiving the unacknowledged transactions directly from the synchronization engine of a responding trusted transactional cache.

75.   (Withdrawn) The online gaming system of claim 26, wherein each of the plurality of gaming machines is configured to construct a synchronization log that includes identifiers of any transactions that were not acknowledged by a non-responding trusted transactional cache after a predetermined timeout, the synchronization log being used to subsequently send the unacknowledged transactions to the non-responding trusted transactional cache.

76.   (Withdrawn) The online gaming system according to claim 75, wherein the non-responding trusted transactional cache is further configured to be synchronized by receiving the unacknowledged transactions directly from the at least one gaming machine subsequent to communication being re-established therewith.

77.   (Withdrawn) The online gaming system according to claim 75, wherein each trusted transactional cache includes a synchronization engine and wherein the non-responding trusted transactional cache is further configured to be synchronized by receiving the unacknowledged transactions directly from the trusted transactional cache of a responding trusted transactional cache.

78.   (Previously Presented) The online gaming system according to claim 1, wherein each of the at least two central servers includes a synchronization engine and wherein the non-responding one of the at least two central servers is configured to be synchronized by receiving the unacknowledged transactions directly from the synchronization engine of a responding one of the at least two central servers.

79.   (Currently Amended) An online gaming system, comprising:

a communication network;

at least two central servers, each of the at least two servers being coupled to the network, each of the at least two central servers including a synchronization engine and

at least one gaming machine coupled to the communication network, each of the at least one gaming machine being configured to play at least one game and to carry out a game transaction for each game played and to commit each game transaction to each of the at least two central servers by sending a ~~separate~~ single transaction packet to each of the at least two central servers, each ~~of the separate transaction packets~~ single transaction packet sent to each of the at least two central servers including an identical inbound game payload, wherein each of the two central servers are configured such that any transaction packet that is not acknowledged by a non-responding one of the at least two central servers is sent directly from the synchronization engine of a responding one of the at least two central servers to the synchronization engine of the non-responding central server.

80.   (Previously Presented) The online gaming system according to claim 79, wherein each of the at least two central servers returns a game transaction commit acknowledgment to the at least one gaming machine.

81.   (Currently Amended) The online gaming system according to claim 80, wherein the at least one gaming machine is configured to acknowledge to a player a validity of the game transaction upon receipt of a first arriving ~~at least one~~ game transaction commit acknowledgment during a predetermined timeout period following the commit of the game transaction to each of the at least two central servers. .

82.	**(Previously Presented)** The online gaming system according to claim 79, wherein the game payload includes at least one of a gaming machine ID, a user/player ID, a transaction GUID, a gaming machine originating/return address, a game ID, a game bet, and an amount wagered.

83.	**(Previously Presented)** The online gaming system according to claim 79, wherein the at least one gaming machine is configured to be an active participant in a fault tolerance of the online gaming system.

84.	**(Previously Presented)** The online gaming system according to claim 79, wherein the non-responding one of the at least two central servers is configured to be synchronized by receiving the unacknowledged transactions directly from the at least one gaming machine subsequent to communication being re-established therewith.

85.	**(Previously Presented)** The online gaming system according to claim 79, wherein the communication network is the Internet and wherein a protocol to transport a payload of each game transaction is UDP.

86.	**(Previously Presented)** The online gaming system according to claim 79, wherein the at least two central servers and the at least one gaming machine are configured to support instant-draw and deferred-draw of random events.

87.	**(Previously Presented)** The online gaming system according to claim 79, wherein the at least two central servers are geographically remote from one another.

88.	**(Previously Presented)** The online gaming system according to claim 79, wherein each of the at least two central servers comprises a trusted transactional cache, the trusted transactional cache being configured to process each committed game transaction

received directly and independently from each of the at least one gaming machine, and to provide real time persistent storage and logging of aspects of each committed game transaction.

89. **(Previously Presented)** The online gaming system according to claim 79, wherein the at least two central servers further comprise at least one of a trusted transactional cache, a business server and a logistic support server.

90. **(Previously Presented)** The online gaming system of claim 79, wherein the at least one gaming machine is configured to initiate and terminate the game transaction.

91. **(Previously Presented)** The online gaming system of claim 79, wherein, as between the at least one gaming machine and the at least two central servers, the at least one gaming machine is configured as sole master of the game transaction.

92. **(Previously Presented)** The online gaming system of claim 79, wherein, as between the at least one gaming machine and the at least two central servers, only the at least one gaming machine is configured for recovery from network communications errors occurring during the game transaction.

93-107. **(Canceled)**

108. **(Currently Amended)** A computer-implemented method of carrying out a game transaction, comprising the steps of:

providing at least two central servers;

providing a gaming machine configured to enable a game to be played;

coupling the gaming machine and each of the at least two provided central servers to a communication network in a client-server configuration in which the gaming machine is a client to the at least two central servers;

carrying out, in the gaming machine, a game transaction for each game played;

committing each game transaction to each of the at least two central servers by sending a ~~separate~~ single transaction packet to each of the at least two central servers, each ~~of the separate transaction packets~~ single transaction packet sent to each of the at least two central servers including an identical inbound game payload;

returning, by each of the at least two central servers, ~~an~~ a single outbound game payload to the gaming machine upon receipt of the inbound game payload, and

completing the game transaction, by the gaming machine, upon receipt of a first in time received outbound game payload from one of the at least two central server, irrespective of whether and when a later in time outbound game payload is received from another one or ones of the at least two central servers.

109.   (Currently Amended) A computer-implemented method of carrying out a game transaction, comprising the steps of:

providing at least two central servers;

providing a gaming machine configured to enable a game to be played;

coupling the gaming machine and each of the at least two provided central servers to a communication network

carrying out a game transaction for each game played;

committing each game transaction to each of the at least two central servers by sending a ~~separate~~ single transaction packet to each of the at least two central servers, each ~~of the separate transaction packets~~ single transaction packet sent to each of the at least two central servers including an identical inbound game ~~payload, and~~ payload;

completing the game transaction, by the gaming machine, upon receipt of a first in time received outbound game payload from one of the at least two central server, irrespective of whether and when a later in time outbound game payload is received from another one or ones of the at least two central servers, and

recording, in the gaming machine, a synchronization log that includes identifiers of any transactions that were not acknowledged by a non-responding one of the at least two central servers after a predetermined timeout, the synchronization log being configured to enable the gaming machine to subsequently send the unacknowledged transactions to the non-responding one of the at least two central servers.

110. **(Canceled)**